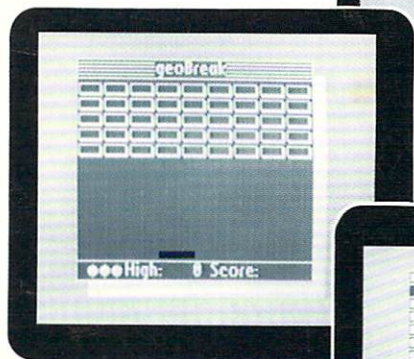
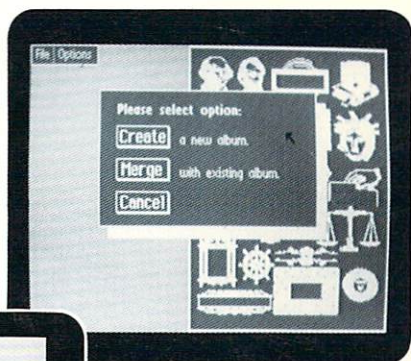
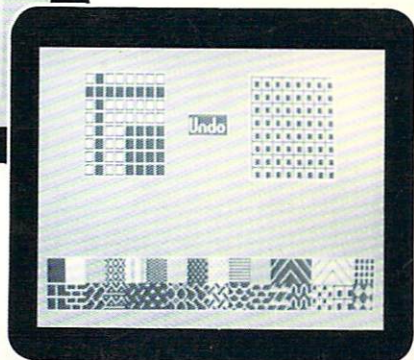


RUN's **GEOS Power Pak**

- ▶ Over 20 Fonts
- ▶ Over 100 Clip Art Images
- ▶ 10 Applications and Utilities for GEOS 64 Users



1234567



ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890
abcdefghijklmnopqrstuvwxyz [!@#\$%^&* / ...]

Introduction

Welcome to the **GEOS Power Pak**, a special product from *RUN*. If you're a GEOS 64 user, then you need this two-sided disk that's packed with desktop utilities, applications, fonts and clip art.

The **GEOS Power Pak**, which features the programming efforts of some of the best talent in the GEOS community, greatly enhances the basic features of GEOS.

Perhaps the most important aspect of the various GEOS applications is the high degree of integration between geoPaint and geoWrite. Combining high-resolution proportional fonts and high-resolution graphics, GEOS allows you to create extremely sophisticated and visually pleasing documents. But the number of fonts supplied with the basic package is limited, and designing new fonts is usually a time-consuming and difficult process. And while geoPaint supplies you with the tools to create graphics for your documents, doing so takes some time (and artistic talent).

GRAPHICS

GEOS Power Pak removes those limitations. To aid in the design of geoWrite and geoPaint documents, we commissioned several of the best font designers in the GEOS community to create a variety of character fonts, most with a couple of different point sizes. All the fonts are original and never before published. The **GEOS Power Pak** includes fonts that are suitable for letter writing and headlines, as well as decorative fonts that can help to spruce up any memo, newsletter or sign.

For those who aren't artistically inclined, but want quality clip art for use in their own creations, the **GEOS Power Pak** features about 100 illustrations by GEOS artist Susan Lamb. You can copy these pages of geoPaint clip art into your documents.

APPLICATIONS

Of course, you can use GEOS for more than drawing and writing. Now, with geoTerm you can use GEOS in telecommunicating to BBSs and online networks, sending and receiving messages, attending conferences, and, most importantly, uploading and downloading public domain programs!

GeoTerm is the first professional terminal program to work from within GEOS, a feat once thought impossible. Accomplished by GEOS programming expert Bill Coleman (GEOS SYSOP for GENie online service), geoTerm supports 300- or 1200-baud modem speeds and Xmodem protocol and has an 8K text capture/save buffer. The geoTerm user controls the program completely with mouse or joystick, using the familiar GEOS popdown menus and point-and-click techniques.

CardFile is a GEOS application that emulates the old 3×5 card file we have all used. Only, in this case you can let the computer do all the filing work. It can be used for many different applications where you might need to keep indexed lists—for example, address books, lists of video tapes, record collections or home inventories. The possibilities are limited only by your needs and imagination.

Also, be sure to enjoy geoBreak, a version of the classic Breakout arcade game that runs under GEOS.

ACCESSORIES

GEOS Power Pak also contains accessory programs, each with a useful function not available from GEOS. One is called Thumbnail, a unique program that will turn a full-page geoPaint picture into a reduced version that can be displayed on the screen and then saved back to disk. You can use these Thumbnail images to catalog your geoPaint collection, or you can paste them into a geoWrite document. Thumbnail also has an image processing feature called Threshold, which allows you to vary the dot density of the final image.

Convert 2.2 lets you convert GEOS data and programs for uploading and downloading using geoTerm.

Write Hand Man is a document analyzer that counts the number of words, sentences and paragraphs, as well as word frequency.

Autoview is a geoPaint slide show maker, while PaintView II lets you preview geoPaint pictures.

Other accessories are geoOrganizer, a disk utility that allows you to quickly and easily reorder your GEOS files, and Pattern Editor, which enables you to create custom fill patterns for use within geoPaint.

With more and more Commodore users becoming GEOS-proficient, we consider the **GEOS Power Pak** an extremely useful value for users and an important support product for the community. See if you don't agree.

—RUN Editors

How To Use Your GEOS Power Pak

First of all, keep in mind that these programs, fonts and clip art are accessories to your GEOS 64 (or GEOS 128), and *cannot* be used without it. In order to access the fonts or art or to run the programs, it is necessary first to load GEOS. (Note: geoTerm and Pattern Editor work only with GEOS 64; all the other programs will work with both GEOS 64 and GEOS 128 in 40-Column mode.)

Second, make back-up copies of both sides of the Power Pak disk; do *not* use the original disk beyond making the copies. It is not copy-protected in any way, nor does it require any installation procedure to be used, but there is not enough room on the original disk to use it in working with the programs, fonts or art. So make your backups of both sides right away, using the Copy command in the disk menu. (You can find instructions for copying a GEOS disk in your GEOS manual.) Once you have made copies of both sides of the GEOS Power Pak disk, put the original away for safekeeping.

Third, copy the files you need from the backup copies of the Power Pak disk to your GEOS work disks. If you want to use fonts, copy them to your geoPaint or geoWrite work disk. If you want to use an application such as geoTerm or CardFile, copy them to a fresh disk.

To make a copy of any file on the Power Pak disk, simply click once on the icon and move it to the bottom of the screen. Then insert the destination disk into the drive (or a second drive) and open that disk. Finally, move the file icon from the bottom of the screen onto the now open disk window. The file will be duplicated on the disk. (If you possess only one drive, you may have to switch disks several times, depending on the size of the file. You'll be prompted by GEOS if this is necessary.)

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geoTerm

By Bill Coleman

GEOTERM IS THE FIRST TERMINAL PACKAGE for the C-64 user (it does not work in 128 mode) that runs under GEOS. GeoTerm supports 300- and 1200-baud modem speeds and Full- and Half-Duplex modes, and it has an 8K buffer for capturing or transmitting text. You upload or download programs or files with Xmodem protocol, which is used by virtually every major telecommunications network (except QuantumLink), by local and national BBSs and by other personal computer terminal packages.

GeoTerm supports several disk drives for uploading and downloading to and from disk. It's compatible with the 1541 and 1571, the REU drive and a shadowed RAM drive. It is not modem-specific, so it should work with just about any modem in existence, but it does not have a built-in auto-dial feature, and no carrier detection is present. If you're using a Hayes-compatible modem, just type in the commands to the modem. Otherwise, do whatever your modem requires for dialing phone numbers.

The screen display is quite clean. There is a simple menu at the top that allows you to select baud rate and duplex, perform buffer functions, upload and download files and exit the program back to the GEOS deskTop. The actual input screen size is 53 columns by 21 lines of text.

As mentioned, the buffer will hold about 8K. It can be loaded or saved from disk as an ASCII SEQ file (not a geoWrite file!). It does not convert the ASCII data to PETSCII. Once you have loaded or captured data in the buffer, it can be sent out to the modem just as if you were typing it yourself.

Timeouts are used extensively, so it won't hang waiting for input. Due to GEOS limitations, the uploading filebox will only display the first 15 non-GEOS files on the disk. If you have others that need to be sent, use geoOrganizer to rearrange the directory. If for some reason the download is cancelled (due to disk error, remote CANX, pressing the Commodore key to abort, etc.), the partial file will not be on the disk.

There are some special key equivalents available for the functions

discussed above. To see them, just click on the Help option on the GEOS menu.

Keep the following points in mind:

1—Whenever a dialog box is displayed, all input to the modem is ignored. So don't select Info or Help if there is stuff coming in, or you will lose it.

2—Exiting geoTerm will *not* make the modem hang up! You must do that yourself, by whatever means the modem specifies. For example, Hayes (or compatible) users would send + + + (three quick plus signs).

3—You can switch disks before selecting a menu option. The disk is automatically opened for use.

And that's about it! GeoTerm is pretty straightforward.

CardFile

By Joe Buckley

CARDFILE IS A GENERIC card-file, Rolodex-type database program, with several unusually interesting features. For example, you can define up to eight field names, with a maximum of 12 characters each, for custom file storage. The program has alphabetic sorting ability, with a user-definable sort field, and it allows searches, using from one to eight fields. In all, it allows up to 30 characters per field. You can have up to 125 cards per file and multiple files per disk. The program also supports one or two drives.

Using CardFile is very easy. You just point with the mouse or joystick and click the appropriate button. The program does the rest. Here are the options available.

1. Create—You can call this option at any time to make new files as needed. When you select it, you'll be asked for a name for the new file and which drive you wish to have the new file written to (if you're using a two-drive system).

Once you select Create, you must generate names for up to eight fields. The text cursor will appear in the first field and remain until you press the return key. Then it will automatically drop down to the second field, and so on, until you have entered all the strings

you wish. It's not necessary to name all the fields, but doing so will avoid future confusion. But if you decide you don't want to use one or more of the fields, just press return to skip them. Once you've entered all your field names, a dialog box appears, asking you to define the sort field for the file.

Each new card, when entered, will be inserted into the file in alphabetical order. This alphabetic insertion is keyed to the text in only one of the eight fields. This is called the sort field, and you define it when you originally create the file. When finished, your valid but empty file is complete and ready for inputting data.

2. Open—At any time you're using the program, you may open a new file by selecting this option. Once you've opened a file, you can add data to it, search for previously entered information or modify old data.

3. Options—This icon calls a dialog box with all the choices you need in order to enter, change or remove cards from a file. Here are the choices.

- **Search.** This option allows you to search all cards for the text strings you supply in one to eight fields. The program treats the search string as a substring, so any occurrence within the card field will generate a match (e.g., searching for "in" will match "within").

Once Search is selected, merely click the field you wish to search. Then enter any valid text string, ending with a return. The search is not case-sensitive, so any text may be entered in lowercase. You may, if you wish, enter text in any of the other fields as well. The search is done only on a field-by-field basis. (By that, I mean text in field 1 is only compared to text in field 1.) When ready, select the OK icon; or select Cancel to abort.

If only one text field is being searched, the program continues. If you've chosen more than one field to search in, a new dialog box appears. You'll be given the choice of an AND search or an OR search. Select AND if you only wish to see the cards that have a match in all of the fields you are searching through. Select OR if you wish to see any cards where there is a match in any one field.

When a matching card is found, it is displayed on the screen. If you wish to continue with the search, looking for more matches, select OK. If you wish to use, remove or change the card, select Cancel. This aborts the search and returns you to the main level with the matched card displayed.

- **Insert.** You use Insert to write a new card into the file. When Insert is activated, just click the mouse in a field in which you wish

to enter text. A return ends text entry. You may finish at one field, or click again on the same field to change your entry, or click in a new field to enter text there also.

When you're finished entering text, select OK to add the card to the file, or select Cancel to abort and return to the main level. If OK, the new card will be inserted alphabetically according to the text in the sort field.

- **Delete.** This option removes from the file the currently displayed card page. A dialog box appears, allowing you to confirm or deny the deletion request. Be sure, because once deleted, it's really gone!

- **Modify.** Modify allows you to alter the text of a pre-existing card. As with Insert, merely click over the field you wish to change and retype the text. And, just as with Insert, you may change more than one field. When you're ready, select OK to enter the modified card into the file, or select Cancel to abort the changes.

Since the text of the sort field may have been changed, altering what should be its proper position, the card is reinserted into the file according to the current text within the sort field.

- **OK.** This option merely returns you to the main program with no changes to the file.

- 4. **Quit**—This does just what it says: quits the current file and returns you to the deskTop.

One other feature of CardFile is the ability to import and export cards as text scraps. To copy the current card to a text scrap, press the shift and C keys simultaneously. The text scrap will be arranged with each card's text separated by a carriage return.

To import a text scrap, use shift/T. The text will be read in, placing up to 30 characters in each field. All extra text will be ignored until a carriage return is encountered. Blank fields will result from insufficient text.

Write Hand Man

By Joe Buckley

YOU MAY FREQUENTLY FIND IT NECESSARY to have a count of all the words in your geoWrite documents. Unfortunately,

geoWrite lacks this important capacity, so I decided to create a program to fill the need. Not only does this program generate a count of the total words in a file, but it will also return a breakdown of the number of occurrences of each word length, the total number of sentences and the average number of words per sentence.

The main menu offers two choices.

File—With this option, two submenu choices exist.

- **Quit.** This exits the program and returns you to the GEOS deskTop.

- **Info.** Info generates several dialog boxes describing the general rules used to determine word and sentence count.

Options—Again, there are two submenu choices.

- **Analyze.** This actually gets into the program's main function, analyzing your geoWrite document. When you select it, a dialog box appears that allows you to choose the geoWrite file for which you wish to have a report. During the analysis, the program informs you as to the page it's analyzing at any given time. Once the process is completed, the total number of words and sentences, as well as the average word count per sentence, will be printed to the screen. Press the mouse button to view the count breakdown by word length. The mouse button allows you to progress to the end. If you've selected the Report option (see below), the program will write the same information to a new geoWrite file on the same disk.

- **Report.** This option calls a dialog box that asks if you wish to have a copy of the word analysis placed in a geoWrite file for later comparison or printing. The choice made for this option will only affect future analyses, and it will remain in effect for all subsequent operations until it is manually changed.

geoBreak

By Wayne Dempsey

HERE IS A GEOS VERSION of the popular arcade game, Breakout. The object is to knock out as many blocks as you can, using your paddle and three balls. Use whatever is your current input device (mouse or joystick) to control the paddle. Click the button to get

started. The ball appears, and all you have to do is keep it bouncing around. Sound easy? Well, after the first level, watch out!

You get ten points for each block you remove. Sometimes, you may get lucky and knock out two or three at a time. And occasionally, you can get the ball behind the blocks. When that happens, watch the score jump and the blocks disappear!

During the gameplay, pressing any key on the keyboard will bring up a menu that allows you to Quit, Continue or Restart the game. High scores are retained only while you play. Once you exit the game, they are cleared.

Autoview

By Joe Buckley

THIS PROGRAM WAS MODELED after the slide show programs written for Doodle!- and Koala-format picture files. The problem with a slide show viewer for geoPaint files is the fact that the files can be much larger than one high-resolution screen. The approach I took to solve this problem was to allow for several different methods of auto-scrolling through the large format files.

After starting the program, you will encounter a single dialog box describing the program's function. Clicking OK will bring you to a second dialog box with the six standard scanning patterns used by the program. The icons symbolically depict these methods. Choose one by pointing to the icon and clicking the pointer. You will then enter the program, and the selected viewing pattern will remain active until the last file is viewed.

VIEW OPTIONS

The top two options scroll through the images vertically. The Top Left option starts at the top left, scrolls down the left half of the file to the bottom, jumps up to the top right, and then scrolls down the right half of the file to the bottom.

The Top Right option starts at the top left, scrolls down the left half of the file to the bottom, jumps over to the right bottom, then scrolls up the right half to the top.

The middle two options scroll through the images horizontally. The Middle Left option starts at the top left, scrolls right to the right edge of the file, then jumps down to the left edge but almost one full screen below the starting point. This left-to-right scroll and jump pattern repeats until the end of the file is reached. The Middle Right option starts at the top left, scrolls right to the right edge of the file, then jumps down almost one full screen to the point directly below. Here it will scroll left until it reaches the left edge of the file. As before, the left-to-right scroll, then jump down and right-to-left scroll pattern repeats until the end of the file is reached.

The bottom two options scroll through the images in a circular pattern. The Bottom Left option starts at the top left of the file, scrolls across to the right edge, scrolls down to the bottom, scrolls left across to the left edge, and then scrolls up to the top left where it finishes. The Bottom Right option starts at the top right of the file, scrolls across to the left edge, scrolls down to the bottom, scrolls across to the right edge, and then scrolls up to the top right where it finishes.

At any time while the files are being viewed, you may exit the program by holding the mouse button down until the program senses it.

Pattern Editor

By Wayne Dempsey

PATTERN EDITOR IS A GEOS UTILITY, running in C-64 mode only, that lets you edit any of the 32 GEOS system patterns and save them to disk. The new patterns can then be installed in any GEOS application, such as geoPaint.

To use Pattern Editor, boot up GEOS and open the GEOS Power Pak disk. Then load Pattern Editor by double-clicking its icon on the deskTop.

EDITING PATTERNS

Once it's loaded, the Pattern Editor screen appears, with the Edit Box on the left side and the Display Box on the right. Along the

bottom of the screen, you'll see rows of boxes displaying all 32 system patterns.

Move the pointer to one of these boxes and press the mouse button to pick a pattern. The current pattern is shown in the Display Box, along with an 8×8-bit image of it in the Edit Box.

Now place the pointer on one of the small boxes in the Edit Box and press the mouse button to change the pattern. As you work, your changes will appear in the Display Box. To restore the pattern that was current after the last load or boot, press the Undo icon.

I recommend that you not alter the first three system patterns, because changes to them may cause undesirable results during normal program operation.

FILE OPERATIONS

Use the Save option in the File menu to save your edited patterns as a desk accessory file, named Patterns. In a two-drive system, this file goes to the current drive, so you can't swap disks.

Because the Patterns file is independent of Pattern Editor, it can be copied to other disks for use in other applications. For example, to use it with geoPaint, copy the file onto your geoPaint work disk, then choose the Patterns file from the GEOS menu within geoPaint. The patterns are installed automatically, replacing the old ones in all of geoPaint's operations.

When you choose the Load option in Pattern Editor's File menu, the program automatically loads the Patterns file and erases the patterns currently in memory. If no Patterns file exists on the current disk, nothing happens. Once again, on a two-drive system, the program searches for the Patterns file on the current drive.

The Quit option in the File menu returns you to the deskTop, leaving the current patterns in memory.

Thumbnail

By Joe Buckley

THIS PROGRAM ALLOWS YOU to generate, from a geoPaint file, an image similar to that created by the Preview option in geoPaint

itself. The main difference is that here you have the opportunity to save the image to a new geoPaint file for future use. Thumbnail supports one or two drives.

One of the unique features of Thumbnail is the Threshold option. This allows you to vary the "contrast" of the generated compressed image, giving you the opportunity to customize the preview. When you vary the Threshold, features that might not be discernable on certain settings may work their way free of the general background clutter. Think of it as the "intensity threshold," letting you vary the intensity of the final image.

The main menu offers two choices.

File—This menu has two submenu choices: Quit and Info.

- **Quit.** This exits the program and returns you to the GEOS deskTop.

- **Info.** This choice generates several dialog boxes describing the overall operation of the program and the effects of varying the Threshold.

Options—This menu also has two submenu choices: Compress File and Threshold.

- **Compress File.** This starts the compression process. First a dialog box appears, allowing you to choose the file you wish to compress. Once you've made the selection, the program builds on the screen—two scan lines at a time—a compressed representation of the original geoPaint file.

After the compressed image has been drawn to the screen, a new dialog box will appear to give you three further options:

The first, Create, allows you to save the image to a new geoPaint file, for which you are asked to supply a filename. The second, Merge, lets you merge the new image into an existing geoPaint file. A new dialog box appears for your file selection. One feature of Merge analyzes the pre-existing file by dividing it into 12 slots. If any of the positions are empty, then the new image is inserted into the first available position. If the file is full, a screen message will alert you. Finally, Cancel will abort the present operation and return you to the main menu handler.

After you make your choice, the compressed image will remain on-screen.

- **Threshold.** Threshold, the second choice under Options, responds by displaying a dialog box with a slide-type selector. If you do wish to use a new threshold value for the compression segment, merely point and click on the new value. Values to the left, nearer

the halftone box, allow more of the original image to filter through to the compressed image. This will generally result in darker, more solid images. Values to the right, nearer the cleared box, permit less of the original image to filter through. This results in clearer images, but means that the original image must have a higher pixel density before an image will properly form.

geoOrganizer

By Bill Coleman

GEOORGANIZER IS A UTILITY that allows you to quickly and easily rearrange the order of files on your GEOS disks. This can be very important, especially if you have lots of fonts. (And since you have the Power Pak disk, you have *lots* of fonts!)

GeoOrganizer supports most GEOS-compatible drives, including the 1541, 1571, REU drive and a shadowed drive. It does not support the 1581 drive. It will not allow you to change drives; whatever drive you load geoOrganizer from is the one you have to use for organizing.

Once loaded, it creates two large boxes for displaying filenames. The left one is the source box, with the name of the disk being organized at the top. The right one is the destination box.

The left box will fill with the names of the files it finds on your disk. Names in boldface are normal files, while those in regular text are files that have been scratched (deleted). An underlined filename means the file is write-protected.

A red marker at the left side of either box means a page break on the deskTop (remember, GEOS shows only eight files per page).

The small box at the lower-left corner of each large filename box may contain one or two small arrows. These indicate there are more names above or below those displayed in the large filename box. You can scroll up or down through those names by pointing and clicking the arrows.

To move a filename from the large filename box on the left to the box on the right, just double-click on the filename. This removes that filename from the left (source) box and places it in the first available position in the right (destination) box.

GeoOrganizer is entirely menu-driven. This means that all you have to do is point and click at the appropriate graphic icon. A complete description of each icon is available from within the program, but here is a brief synopsis of what they do.

ICONS AT THE BOTTOM OF THE LEFT BOX

Large vertical arrows—Scroll the list up or down one name.

Small vertical arrows—Move you to the top or bottom of the list.

Arrow pointing down and right—Appends the filename currently highlighted in the left box to the bottom of the list in the right box.

Converging arrow pointing right—Inserts the filename currently highlighted in the left box into the right box but *above* the filename highlighted in the right box.

“S” icon—Removes all scratched or “empty” names from the list in the left box.

ICONS AT THE BOTTOM OF THE RIGHT BOX

Large vertical arrows—Scroll the list up or down one name.

Small vertical arrows—Move you to the top or bottom of the list.

Arrow pointing down and left—Appends the filename currently highlighted in the right box to the bottom of the list in the left box.

Arrow pointing down and right—Appends “empty” names to the end of the right list.

Converging arrow pointing left—Inserts “empty” name above the name highlighted in the right box.

ICONS IN THE CENTER OF THE SCREEN

FTYPE—Allows you to change the filetype of the file highlighted in the right box. If the file is scratched, you can recover it by giving it a filetype.

LOCK—Toggles write-protect of file highlighted in right box.

FILL—Moves all names remaining in the left box to the end of the list in the right box.

INFO—Displays name, author, size, icon, etc., of the file highlighted in the right box.

FTYPE, LOCK and INFO are on the screen only when there is at least one file in the right box.

THE MENU

RESET—Takes you back to the beginning.

UNDO—Clears all current names.

SAVE—Rewrites the directory. Any names still in the left box will be lost beyond recovery (this is how you would scratch a file).

QUIT—Quit the program.

If you scratch or recover a file or files, you must do a GEOS validate on the disk to update the disk BAM.

Convert 2.2

By Bill Coleman

CONVERT 2.2 IS THE PERFECT ACCESSORY for geoTerm. It allows you to convert GEOS files, such as fonts, graphics, geoWrite documents or applications to Commodore sequential or program files. These can then be uploaded (using geoTerm) to your local BBS or online service. Or, you can use Convert 2.2 to transform the GEOS files (converted by someone else) that you download to a form that is usable by GEOS.

Convert is completely menu driven. To convert a file to CBM format for uploading, just select GEOS TO SEQ or GEOS TO PRG. The program then displays a file requestor, with the available file-names. Click on the one you want, and it will be quickly converted. (Make sure you do this on a *copy* of the file, not the original.)

To convert a file back to GEOS, just do the opposite. Select SEQ TO GEOS or PRG TO GEOS. Pick the files from the menu, and they will be turned into GEOS-usable information or programs.

PaintView II

By Joe Buckley

PAINTVIEW II IS A NEW VERSION of my early PaintView program. It allows you to view geoPaint files, but, unlike geoPaint itself, no free disk space is needed for the program to run.

When the program starts, a dialog box appears for you to select the geoPaint file you want to view. You may use a one- or two-drive system.

Once you've selected a file, PaintView will begin reading data from the disk. You'll find yourself viewing the top-left corner of the file in a 320-by-200-pixel window. To scroll the viewing window, move the mouse pointer in the desired direction. The window will scroll in one-card (eight-pixel) increments both horizontally and vertically.

To quickly reposition the viewing window, you have the option of jumping to the top, bottom, left, right or center of the geoPaint image by using the T, B, L, R and C keys.

Another option is to save the current screen image to a standard, high-resolution Doodle!-format file. Pressing the S key causes a dialog box to appear, asking for a name for the new Doodle!-format file. The standard DD prefix is added to the filename automatically. It is recommended that you enter the name for the new Doodle! file in capitals, so that the standard CBM DOS will have an easier time locating it.

Hitting the mouse button will return you to the main file-selection dialog box. From there, you may select a new file or exit to the deskTop.

GEOS Fonts

On the following pages, you will find actual-size printouts of the 21 fonts available on your Power Pak disk. Actually, there are more than 21, since most of them contain two or three different point sizes. These fonts were made by some of the finest font designers in the GEOS community, a fact that will be obvious when you get a look at them.

To use the fonts, they must first be copied to your geoPaint or geoWrite work disks. Once that is done, they'll be available for use in your applications. (Note: Remember that only the first seven fonts on your GEOS work disk can be selected at any given time. To use more than that, you must re-arrange the font icons so that those you want are first in the directory. Using the geoOrganizer program on your Power Pak disk to do this will make it much easier.)

GEOS artist Susan Lamb, head of Lamb Art & Design, created the following twelve fonts, all recognizable as hers by the little lamb icon on the GEOS deskTop screen.

On Side 1 of the disk: Pueblo, Santa Maria, Bonanza, Main Street and Maricopa;

On Side 2: Smedley, Javelina, Arizona, Hamilton, Mesquite, Saturn and Wellington.

Well-known GEOS font artist Tom Trevor has three fonts in this collection, all on Side 1. His can be recognized by the characteristic TT on the icon. We think you will find these fonts highly useful in adding style to your documents. They are: Stars, Medallion and The Vatican.

Last, but not least, Shaun Jones is the artist who demonstrates his talent for design in the last six of the Power Pak fonts. You can recognize Shaun's as those using the standard GEOS font icon. Again, all on Side 1, they are: Peppermint, Frosty, Cursive, Graphic, Shades and Ribbon.

16 Point Pueblo:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

a b c d e f g h i j k l m n o p q r s t u v w x y z

**THIRTY POINT PUEBLO
A B C D E F G H I J K L M N O P Q R
S T U V W X Y Z**

**THIRTY ONE POINT
PUEBLO**

**A A B C D E F G H I J K L M N O P Q
R S T U V W X Y Z**

24 point Santa Maria

ABCDEFGHIJKLMN O P Q R S T U V W X Y Z

abcdefghijklmnopqrstuvwxyz

1234567890

37 point santa maria

abcdefghijklmnopqrstuvwxyz

1234567890

24 Point Bonanza

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890

THIRTY SIX POINT BONANZA

ABCDEFGHIJKLMNOPQRSTUVWXYZ

VWXYZ

20 Point Main Street:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz 1234567890

Thirty Eight Point Main Street:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890

18 Point Maricopa:

ABCDEFGHIJKLMNÖPQRSTUVWXYZ

abcdefghijklmnpqrstuvwxyz 1234567890

Thirty Two Point Maricopa:

ABCDEFGHIJKLMNÖPQRSTUVWXYZ

YZ

abcdefghijklmnpqrstuvwxyz

1234567890

18 Point Smedley:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz 1234567890

24 Point Smedley:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890

14 POINT JAVELINA:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

26 POINT JAVELINA:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
YZ 1234567890

18 Point Arizona:

ABCDEF GHIJ KLMNOP QRSTUVW XYZ
abcde fghijklmnopqrstuvw xyz 1234567890

28 Point Arizona:

ABCDEF GHIJ KLMNOP QRSTUVW XYZ
abcde fghijklmnopqrstuvw xyz
1234567890

20 POINT HAMILTON:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

30 POINT HAMILTON:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

12 Point Mesquite:

ABCDEFGHIJKLMN O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z 1 2 3 4 5 6 7 8 9 0

24 Point Mesquite:

ABCDEFGHIJKLMN O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z
1 2 3 4 5 6 7 8 9 0

22 Point Wellington

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890

12 POINT SATURN

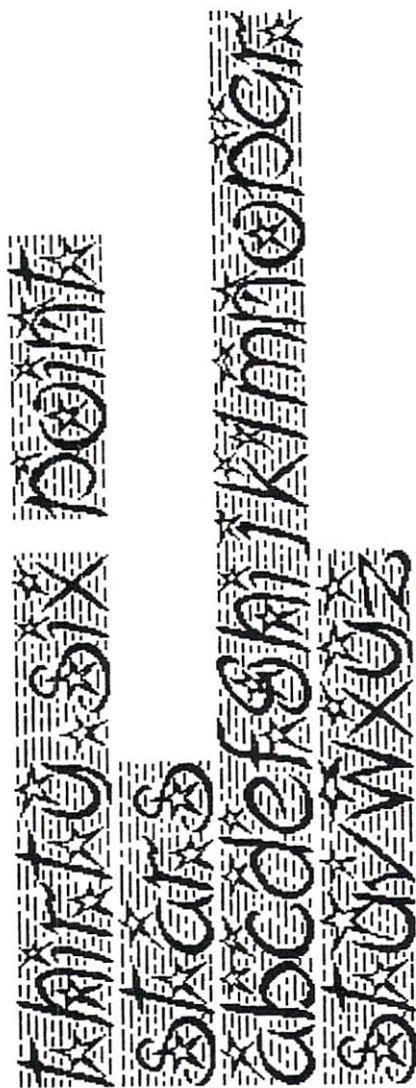
ABCDEFGHIJKLMNOPQRSTUVWXYZ

1234567890

24 POINT SATURN

ABCDEFGHIJKLMNOPQRSTUVWXYZ

1234567890



12 POINT MEDALLION:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 1 2 3 4 5 6 7 8 9 0

12 Point The Vatican:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz 1234567890

24 Point The Vatican:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz 1234567890

36 Point The Vatican

abcdefghijklmnopqrstuvwxyz

1234567890

24 point peppermint
A B C D E F G H I J K L M N O P Q R S T U
V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v
w x y z 1 2 3 4 5 6 7 8 9 0

24 point Frosty:
A B C D E F G H I J K L M N O P Q R S T U
V W X Y Z
a b c d e f g h i j k l m n o p q r s t u
v w x y z 1 2 3 4 5 6 7 8 9 0

24 Point Cursive:

A B C D E F G H I J K L M N O P Q R S T U

V W X Y Z

a b c d e f g h i j k l m n o p q r s t u v w x y z

1 2 3 4 5 6 7 8 9 0

12 POINT SHADES:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1 2 3 4 5 6 7 8 9 0

24 POINT SHADES:

A B C D E F G H I J K L M N O P Q R S T U

V W X Y Z

1 2 3 4 5 6 7 8 9 0

THESE ARE THE DAYS OF
OUR POWER

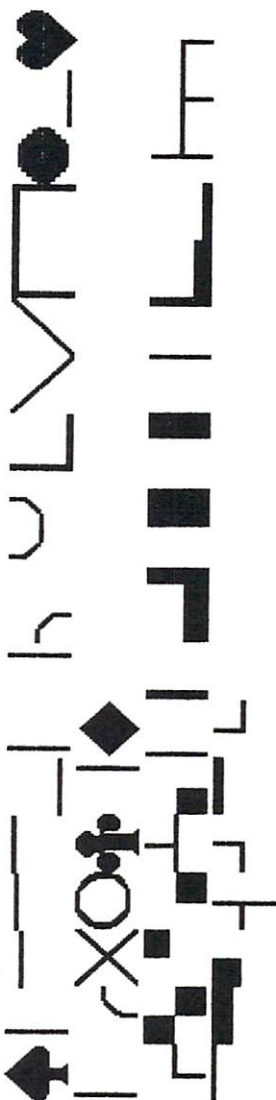
THESE ARE THE DAYS OF
OUR POWER

THESE ARE THE DAYS OF
OUR POWER

14 Point Graphic:



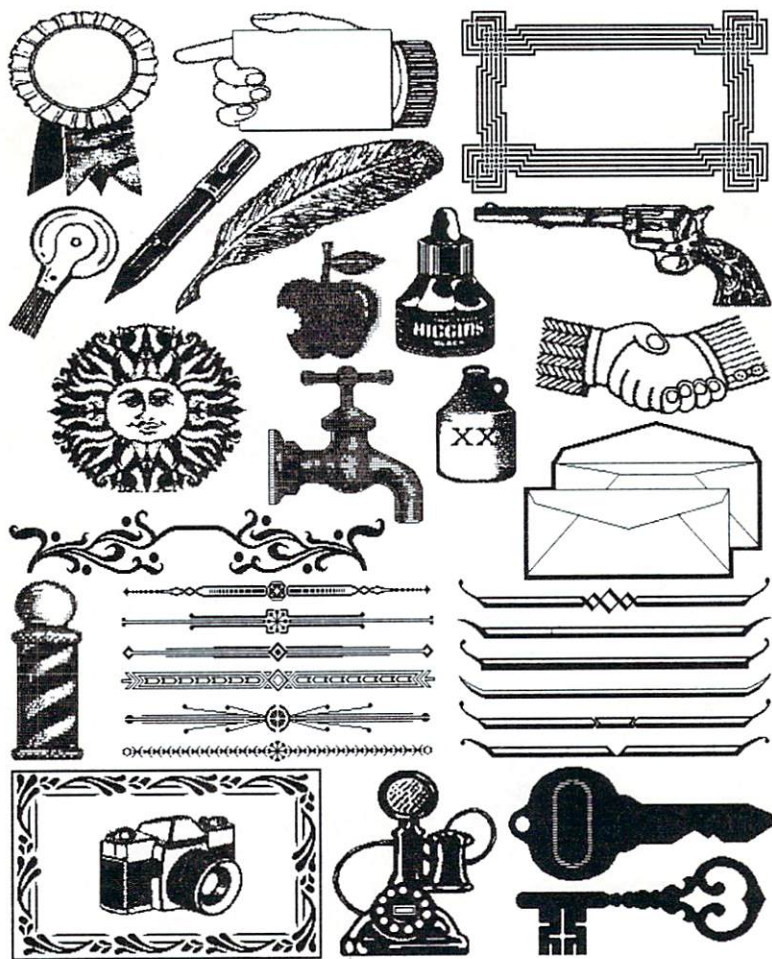
24 Point Graphic:



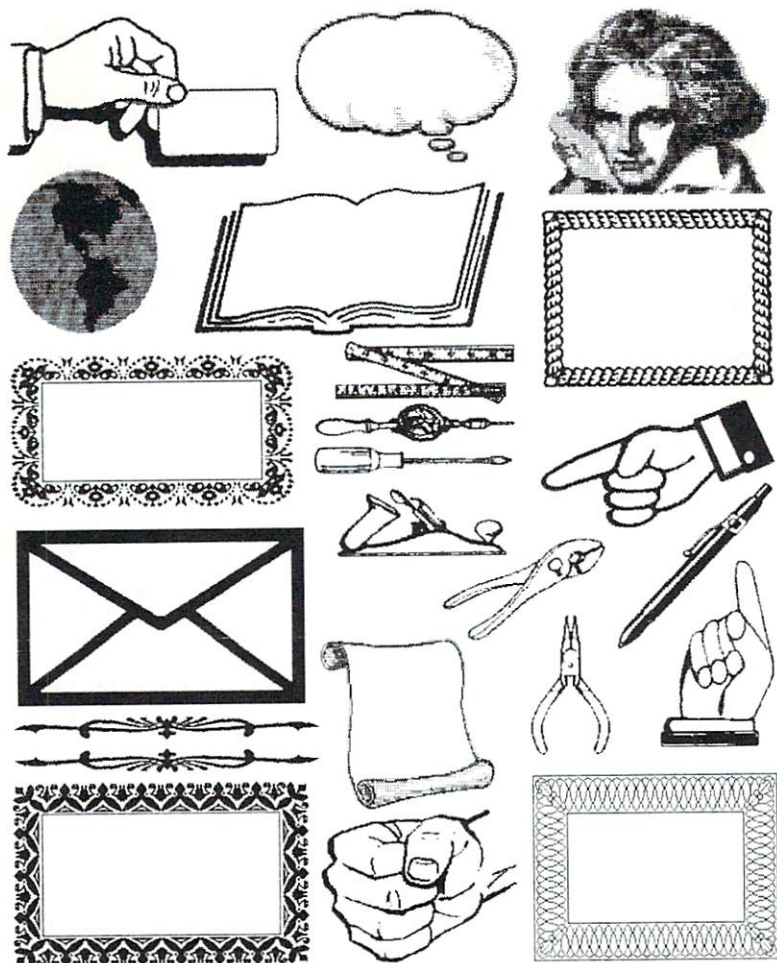
geoPaint Clip Art

You will find on your Power Pak disk four geoPaint pages packed with pieces of clip art (over 100 different images), which you can cut out and use in other geoPaint pictures, geoWrite documents or even geoPublish creations. This art was also created by GEOS artist Susan Lamb especially for *RUN's* GEOS Power Pak, and it cannot be found anywhere else.

To use this clip art, you must copy the pages to another disk, usually your geoPaint work disk, since, again, there is no room left on your Power Pak disk. Once you've done that, you can load the full page into geoPaint, cut out any section you want (using Cut and Paste functions) and save it as a Photo Scrap, which can be reloaded into other documents. If you want to save more than one piece at a time, use the Photo Manager desk accessory.







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